

Exhibit B

Summary of Compensation by Project Category

SUMMARY OF COMPENSATION BY PROJECT CATEGORY¹
(FEBRUARY 1, 2024 THROUGH AND INCLUDING APRIL 30, 2024)

Project Name	Hours	Fee Amount
ASSET ANALYSIS AND RECOVERY	920.90	\$1,433,797.00
ASSET DISPOSITION	2,950.80	\$3,759,938.00
ASSUMPTION AND REJECTION OF LEASES AND CONTRACTS	1.50	\$2,512.00
AVOIDANCE ACTION ANALYSIS	1,603.20	\$2,266,175.00
BUSINESS OPERATIONS	242.80	\$386,879.00
CASE ADMINISTRATION	138.60	\$323,518.00
CLAIMS ADMINISTRATION AND OBJECTIONS	411.20	\$548,198.50
CORPORATE GOVERNANCE AND BOARD MATTERS	96.10	\$198,774.00
EMPLOYEE BENEFITS AND PENSIONS	50.90	\$76,832.00
EMPLOYMENT AND FEE APPLICATIONS (S&C)	206.80	\$254,509.00
EMPLOYMENT AND FEE APPLICATIONS (OTHERS)	100.80	\$141,911.00
FINANCING AND CASH COLLATERAL	-	\$0.00
OTHER LITIGATION	1,846.00	\$2,802,538.50
MEETINGS AND COMMUNICATIONS WITH CREDITORS	50.60	\$105,732.00
NON-WORKING TRAVEL	107.40	\$107,919.90
PLAN AND DISCLOSURE STATEMENT	2,155.80	\$3,513,093.00
RELIEF FROM STAY AND ADEQUATE PROTECTION	19.50	\$25,225.00
TAX	1,451.60	\$2,756,011.00
VALUATION	-	\$0.00
DISCOVERY	3,469.60	\$3,465,754.00
HEARINGS	65.60	\$119,058.00
FIRST AND SECOND DAY MOTIONS	-	\$0.00
CLAIMS INVESTIGATION	22.80	\$20,294.50
GENERAL INVESTIGATION	1,399.30	\$2,076,187.00
SCHEDULES, SOFAS AND REPORTING	11.10	\$23,976.00
OTHER MOTIONS/APPLICATIONS	120.30	\$186,627.50
TIME ENTRY REVIEW	748.40	\$0.00
BUDGETING	1.30	\$585.00
GENERAL REGULATORY	82.20	\$148,162.50
BAHAMAS MATTERS	22.90	\$28,874.00
FOREIGN DEBTOR MATTERS	984.00	\$1,567,259.50
COORDINATION WITH FOREIGN PROCEDURES	2.20	\$5,225.00
COORDINATION IN OTHER BANKRUPTCIES	54.60	\$69,431.00
INVESTIGATIVE REPORTS	-	\$0.00
CYBER ISSUES	141.80	\$225,038.00
EXAMINER PREP	114.60	\$237,363.00
TOTAL	19,595.20	\$26,877,397.90

¹ The subject matter of certain time entries may be appropriate for more than one project category. In such instances, time entries generally have been included in the most appropriate category. Time entries do not appear in more than one category.